

# Museum Heist



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On a starry night, an aura of mystery filled the streets of the city. The Royal Museum, known for its splendid artifacts from bygone eras, kept a treasure hidden in the dark. But on that fateful evening, everything was about to change. An international gang of art thieves, notorious for their skillful heists, had zeroed in on the museum. They planned the perfect burglary to steal an artifact of incredible value - the legendary diamond of the Pharaoh's crown. For weeks, the thieves had studied the museum and its security systems. They had gathered information about how the guards moved. They also knew that the guards would become more reckless at night, so they planned to strike during this vulnerable time. The darkness was falling: During the night of the break-in, a deep silence enveloped the museum. The thieves slipped silently through the maze of exhibition spaces. They skillfully avoided the observation period of the guards. Finally, the thieves reached the exhibition hall, where the diamond of the Pharaoh's crown lay on a pedestal protected by security glass. Once it was stolen, the thieves were able to escape from the museum and were richer by a great treasure.

## Playing material

- 8 modules for the outer ring
- 1 middle ring
- 4 modules for the inner ring
- 25 treasures with value "1"
- 1 treasure with value "3"
- 15 handcuff chips
- 2 guards
- 1 Laser
- 12 thieves

- 32 Action cards
- 4 six-sided dice
- 1 four-sided dice
- 1 two-sided dice
- 1 one-sided dice
- 4 player-card displays
- 1 guard-dice display
- 1 guard-chip

## Game preparation

Put the middle ring on the table. Afterwards, the modules for the inner and outer ring can be combined arbitrary. Place the guards opposite to each other (on the purple guard track). Place your three thieves on the respective pink starting positions 1 to 3. Put the treasures on the designated places (yellow fields) and the diamond of the Pharaoh's crown in the middle of the board. Shuffle the action cards and place them next to the playing field.

## Course of the game

The person who has been to a museum most recently gets to start and rolls the three six-sided dice. Each dice belongs to one pawn. Move as far as the respective dice indicates. You can only move the pawn horizontally and vertically to your field. If there is already another pawn on the field you want to walk on, you push the other pawn in front of you until your turn is over.

During your turn you can collect treasures that are placed on the playing field. To pick up a treasure you must step directly onto that field (e.g.: If you roll a six but the treasure is just 4 fields away, you can't just pick up the treasure while moving forward).

On the blue fields you can also collect action cards. Only one action card can be collected per thief at a time and must be placed on the player-card display below the number of the respective thief. When it's your turn, you can play the action cards you have collected. Once this action card is played, you can collect a new one. If you have collected a treasure, you must return it to the starting field and cannot play any action cards during this time.


After your turn, it's the next player's turn to roll the dice. As soon as the second round of the game is over, a guard dice is rolled after each round, starting with the six-sided dice.


If a 1 is rolled, the guards (with lasers) are activated and can see all pawns that aren't hidden behind walls. These pawns are all placed back to the respective starting field. The others are safe from the guards. If no 1 is rolled, after the next round the next smaller guard-dice is used (e.g. after using a six-sided dice without activating the guards, in the next round the 4-sided guard-dice is used, and so on). Also place the guard chip to the respective field on the guard-dice display to avoid losing track of the type of the guard-dice that must be used. As soon as a 1 is rolled, the guards look around as described above, and after the next round you restart using the six-sided guard dice. Regardless of whether the guards have been activated or not, they are moved 3 spaces clockwise after each round. If they are activated, they first look around and are moved afterwards.


If two players are playing, three treasures must be collected per player to be allowed to go to the diamond of the Pharaoh's crown in the middle. If 3-4 players are playing, two treasures must be collected by one player. Before, it is not allowed to enter the inner ring. The game ends when the diamond of the Pharaoh's crown is stolen and returned to the starting field.


Goal of the game: The goal of the game is to collect the most treasures. Each treasure is worth one point, the diamond of the Pharaoh's crown is worth 3 points. The person who collected the most points is the winner of the game.


## Action cards


 **Alarm:** If you play this card, an alarm is triggered, and the guards look around once.


 **Increased security level:** If you play this card, the next smaller guard-dice is used after this round.

 **Summon guard:** If you play this card, you can place one of the guards on any point of the purple line. In the next rounds, this guard will move from there. It will not be set back to its original position.


 **Weak handcuffs:** If you play this card, you can knock out a thief from your opponents for one turn if you are standing right next to him. This thief may not move for one turn. That means that the next time it's this players' turn, he or she still rolls all three dices, but just uses two of them. If the knocked-out thief is carrying a treasure, you can steal it from him. To remember that this player is knocked out, put a handcuff-chip under the respective pawn for one round.


 **Strong handcuffs:** If you play this card, you can knock out a thief for two turns if you are standing next to him. This thief may not move for 2 turns. That means that in the next two rounds this player still rolls all three dices, but just uses two of them. If the knocked-out thief is carrying a treasure, you can steal it from him. To remember that this player is knocked out, put two handcuff-chips under the respective pawn and remove one of them after every round until the player is active again.

 **Guard uniform:** If you play this card, your respective thief can't be seen by the guards when they look around.

 **Ventilation shaft:** If you play this card, you can walk through the wall into an adjacent path.

 **Reroll:** If you play this card, you may reroll all the dice.

 **Teleportation:** If you play this card, you can switch positions with another thief of the same number. This card can just be used in the outer ring.

 **Cardistry:** If you play this card, you can change the position of your cards on your player card display.

## Imprint

Ruprecht-Karls-Universität Heidelberg

Faculty for Mathematics and Computer Science

HEGL-Seminar: Illustrating Mathematics

Summer term 2023

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